


Day Twelve

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|  | Instructor: Scott Kelby | Today's Lesson: <i>Intro to Color Correction with Curves</i> Here are the first things you need to do before you start actually correcting your photos |
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Key Concepts:

Before you start correcting any photos, you'll want to change two key things:

(1) Click on the Eyedropper tool, and up in the Options Bar change the Sample Size from Point Sample to 3x3 Average (this gives you more accurate readings when using the Eyedropper tool).

(2) Go under the Image Menu, under Adjustments, and choose Curves. When the Curves dialog appears, double-click on each of the Eyedropper tools (located at the bottom right corner of the Curves dialog), and when the Color Picker appears, for the RGB fields enter these numbers:

Highlight (white) eyedropper: Red: 244, Green: 244, Blue: 244

Shadow (black) eyedropper: Red: 10, Green: 10, Blue: 10

Midtone (gray) eyedropper: Red: 133, Green: 133, Blue: 133

When the dialog appears asking if you want to save these numbers as your defaults, click "Yes." Now, you'll click the Shadow eyedropper on an area in your photo that is supposed to be the color black; the highlight eyedropper on something that's supposed to be white; and the midtone eyedropper on a middle gray.

Keyboard Shortcuts Used:

To bring up the Curves dialog, press Command-M (PC: Ctrl-M).

Additional Material Not Covered In Class:

You can also access Curves by choosing Curves from the Adjustment Layer pop-up menu. Many people prefer this method because:

(a) Since you're not applying the curve directly to your photo layer, it's "non-destructive" and can be easily edited or undone any time before you flatten the file.

(b) You get the added advantage of a Layer Mask being attached to your Curve.